

Car Washer: Summer of the Ninja Design Doc

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Car Washer, taking summer jobs to a whole new level!

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Update History

Version 3.4 – 5/25/2015

Added achievement section for Steam.

Version 3.3 – 12/22/2011

Added text for the ninja guide. Note that, due to various adjustments made during testing, some numbers in this document are out of date.

Version 3.2 – 6/22/2011

Expanded story and missions section to including information about story scene playback.

Version 3.1 – 12/7/2010

Finish adding info on level structure.

Version 3.0 – 12/2/2010

Started work on level structure.

Version 2.9 – 1/30/2010

Added art list for story mode.

Version 2.8 – 1/30/2010

Added information on the remaining sound effects.

Version 2.7 – 1/17/2010

Added information on car destruction to the Game Flow section. Added data for the remaining ninja.

Version 2.6 – 11/29/2009

Added the data for the remaining game levels and vehicles. Added the data for the remaining tools and upgrades.

Version 2.5 – 11/20/2009

A few minor tweaks and corrections. Changed A Month to Remember mode to A Week to Remember. Added the title screen menu layout for the full game to the GUI section. Added more details to the Game Mode Specific entries of the Game Flow section.

Version 2.4 – 11/13/2009

Added a new gameplay hint (First Car Payment Halved) and reduced the time when cars leave from 2 x ACT to 1.5 x ACT.

Version 2.3 – 11/7/2009

Added a new gameplay hint (second one from the start of the list) and updated the third hint. Increased the power of the polishers and waxers.

Version 2.2 – 11/6/2009

Added the Sound Effects section, detailing the different effects and when they play.

Version 2.1 – 10/9/2009

Modified the description for the Extreme Mud Slinging Car. Added the hint text for the IGF build.

Version 2.0 – 10/1/2009

Added title screen GUI info for IGF build. Added new game levels, tools and other upgrades, and ninja for the IGF build.

Version 1.9 – 8/2/2009

Added menu controls. Added prices for tool upgrades. Modified upgrade descriptions.

Version 1.8 – 7/30/2009

Changed the percentage of cars that turn into the car wash.

Version 1.7 – 7/24/2009

Assorted tweaks to the money earned from the later vehicles (the normal car remains the same). Some additional information added to the passage of time section.

Version 1.6 – 7/6/2009

Added new upgrades for the hose and sponge tools. Added details on the passage of time. Added game levels 3 – 5. Added details for Convertible, Minivan, and SUV vehicles. Added ninja for levels 3 – 5.

Version 1.5 – 6/18/2009

Added ninja spawning info and details on the first two ninja attack types. Updated the info on game levels 1 and 2. Modified rules for car spawning.

Version 1.4 – 12/16/2008

Some minor clarifications. Changed the formula for determining the ACT for the Basic Car.

Version 1.3 – 12/2/2008

Added an alternate PC control scheme.

Version 1.2 – 10/5/2008

All necessary information for milestones 1 and 2 completed.

Continued work on the Vehicle, Tools, and Game Flow sections. Began work on the Car Washing Formulas section. Completed the Controls Section.

Version 1.1 – 10/5/2008

Added several more placeholder sections. Began work on Game Flow, Vehicle, and Tools sections.

Version 1 – 10/2/2008

Combined the pitch and timeline into a design doc and added placeholders for other sections.

360 Description

Casual gameplay meets arcade style action in this crazy combination of cars, love, and ninja! You've started a car wash to earn money over summer break. Unfortunately, the local branch of Ninja Car Washing Corp. is right across the street and they don't appreciate the competition.

Wash cars quickly and thoroughly, but beware! Those pesky ninja will do everything they can to run you out of business. You'll need to use your wits, reflexes, and collection of basic car washing tools to defend against their attacks while keeping your customers happy.

Overview/Pitch

The arcade style action game with a business sim twist!

Venue

Multiplatform casual game to be released on the PC and Xbox Live Arcade, possibly also on the PS3 Store and WiiWare.

Features

- Sprite based graphics.
- Catchy soundtrack.
- Online scoreboards.
- Multiplayer battle mode.

Premise

You, an ordinary teenager, have decided to earn some extra cash for the summer by setting up your own car washing stand. Unfortunately, the local branch of Ninja Car Washing Inc. is right across the street and they don't appreciate the competition.

Basic Game Play

Wash cars quickly and thoroughly to keep your customers happy and keep the money coming in. But beware! Those pesky ninja will do everything they can to run you out of business. You'll need to use your wits, reflexes, and collection of basic car washing tools to defend against their attacks while continuing to make your cars sparkly clean in as little time as possible.

Learn to wield powerful items such as the Garden Hose, Bucket of Soapy Water, Giant Sponge, and Reptile Wax both to clean cars and fend off the attacking ninja. You'll start by defending against simple threats like mud slinging and ninja throwing stars. Prove yourself superior to such petty tricks and your reputation will grow, earning you more customers and more attention from your enemies.

Use the money earned to upgrade your stand and buy new gear such as the Suds Sprayer, Electric Brush, and Fire Hose Nozzle and then put that equipment to work, taking on bigger jobs and fighting off paint bucket catapults, ninja assassins, and the dreaded trained pigeon attack squad.

Multiplayer Modes

Compete against your friends in a no holds barred car washing competition! Go head to head in several exciting modes. Clean cars quickly then use your hard earned cash to upgrade your gear and hire ninjas to attack your rivals in an intense bout of winner takes all action.

Development Milestone Timeline

1. Early Test Build

Adds: basic images, background music

Description: Display the background, main character, and a car on screen while playing BGM. The car and main character should be able to move (cars automatically following a route, the main character via player controls).

2. Basic Playable Build #1

Adds: one car type (normal car), two starting tools (garden hose, sponge), sound effects

Description: Cars will drive to the carwash in various states of filthiness. The player should be able to switch tools, clean the cars, send them off, and receive x amount of money based on his performance (based on the cleaning process and scoring rules in the design doc). Appropriate sound effects should play.

3. Basic Playable Build #2

Adds: lowest level ninja attacks (drive by mud splashing, dirty water balloons)

Description: In addition to the features in the previous version, ninja will occasionally appear and use one of the above listed techniques to hinder the player.

4. Demo Build #1

Adds: passage of time, upgrade menu, two tool upgrades (Spray Nozzle, Textured Sponge), ending point

Description: Break the game play into days (see design doc). At the end of each day, the player can visit the upgrade menu purchase new cleaning items or upgrade current ones. After x amount of weeks (set from starting menu) the game ends.

5. Demo Build #2

Adds: three additional car types (convertible, minivan, SUV), new tools (Polishing Cloth, Reptile Wax), low – mid level ninja attacks

Description: Primary game play remains unchanged but additional cars, tools and ninja attacks are added.

6. Full Demo Build

Adds: two final car types (pickup truck, eighteen wheeler), remaining tools and upgrades, high level ninja attacks

Description: Adds the remaining cars, items, and ninja to the game. This completes the primary gameplay features.

7. Arcade Modes Build

Adds: mode selection menu, race to x dollars mode, survival mode, high score list

Description: The current game mode (trying to earn as much money as possible before time runs out) will be renamed. A second mode (trying to earn a set amount of money in as little time as possible) and third mode (go as long and earn as much as you can until

you are overwhelmed by the ninja) will be added. High scores should be saved and viewable for each mode.

8. Story Mode Build #1

Adds: first set of story mode missions and matching menu

Description: Adds a mission based story mode, divided into a number of stages which must be progressed through in order (old stages can be replayed, high scores for individual stages will be saved).

9. Story Mode Build #2

Adds: remainder of story mode missions

Description: The complete set of story mode missions will be playable along with high score records and the like. Several skippable comic book style cut scenes will be added to the beginning/end of certain missions.

10. Complete Game

Adds: nothing

Description: This is a thoroughly tested, tweaked, and refined version of the previous build. At this point, the game is complete, although more could potentially be added (see below).

11. Optional Multiplayer Enabled Build

Adds: multiplayer game modes

Description: Multiplayer versions of the three arcade modes are added to be playable locally and/or online.

Game Flow

Basic Gameplay

Car Arrivals and Queuing

A new car arrive at the carwash randomly within a set interval of time based on the current game level. The interval resets each time a new car drives onto the screen. Each car has a base 10% chance of going to the car wash. If a new car arrives when there is no car being washed, it will immediately drive into the car wash. If a car is currently being washed, the new car will wait in the queue line and advance each time another car is finished being washed. Up to 10 cars can be in the queue at one time. If the queue is full, no new cars will arrive until there is at least one empty space in the queue.

Washing Cars

The player washes cars using the formulas detailed in the Car Washing Formulas section. The player must move around the car as cleaning. Both a hose and sponge type item must be used in order to clean a car. When a car is clean, the player can press a button to finish it. The car will then drive away, the player will receive payment, and the next car in the queue (if any) will drive into the washing area. If the finish button is pressed before the car is clean, it will honk and refuse to move.

If the player has waxing and/or polishing items, he can continue cleaning the car to reach a higher level of cleanliness, which will result in a higher payment.

If a car is not cleaned within a certain amount of time (see the vehicle list for exact times), the driver will complain and the final payment amount will be halved. If the car is still not cleaned a longer amount of time, the driver will complain and drive off without paying.

Car Destruction

Certain high level ninja can destroy cars. If a car is destroyed the player loses the amount of money detailed in the following table. If this reduces the player's money total to a negative amount, it's game over.

Basic Car: \$100
Convertible: \$175
Mini-Van: \$150
SUV: \$200
Pickup Truck: \$125
18 Wheeler: \$250

Ninja Attacks

On Level 2 and above, ninja will randomly attack within set intervals of time. The exact interval is based on the game level. Each time a ninja attacks the interval will reset.

Game Levels

The game level is a number hidden from the player. It determines the rate of car arrivals, the rate of ninja attacks, and the type of attacks the ninja use. In Story Mode, the game level is determined by the mission being played. In all other game modes, the level is determined by the player's score.

A complete list of levels, the score range they cover, their car arrival rates, and their rates and types of ninja attacks are as follow.

Level 1 – Score: \$0 - \$39; Cars: 10 second interval; Ninja: none

Level 2 – Score: \$40 - \$79; Cars: 10 second interval; Ninja: 30 second interval

Level 3 – Score: \$80 - \$149; Cars: 10 second interval; Ninja: 25 second interval

Level 4 – Score: \$150 - \$299; Cars: 10 second interval; Ninja: 20 second interval

Level 5 – Score: \$300 - \$500; Cars: 10 second interval; Ninja: 15 second interval

Level 6 – Score: \$501 - \$749; Cars: 10 second interval; Ninja: 13 second interval

Level 7 – Score: \$750 - \$999; Cars: 10 second interval; Ninja: 10 second interval

Level 8 – Score: \$1000 - \$2499; Cars: 9 second interval; Ninja 10 second interval

Level 9 – Score: \$2500 - \$4999; Cars: 9 second interval; Ninja 8 second interval

Level 10 – Score: \$5000 and up; Cars: 8 second interval; Ninja 6 second interval

Passage of Time

One in game day lasts for 8 minutes (1 minutes = 1 hour on the game clock, from 10 AM – 6 PM). At 7 minutes the screen will darken slightly and no new cars will join the queue. Once the last car in the queue drives off, ninja will stop spawning. When all the ninja are gone, the screen will darken further and the day will end.

When a day ends in story mode, the current stage will end and the player will return to the between stage screen (any exceptions will be noted in the Store Mode Flow & Missions section).

When the day ends in any other player game mode, the player will be given the following options: visit the shop (go to the shop to purchase tools and other car wash upgrades), continue (the menu closes, the screen lightens, and the next day begins), take a break (saves the game at its current point and returns the player to the main menu). Any changes to this method will be specified in the section for the game mode in question.

Details on the passage of time in multiplayer modes will be added at a later time.

Game Mode Specific

A Week to Remember

The player starts with Spray Nozzle and Textured Sponge. Game Level starts at 2. The goal is to earn as much money as possible before time is up. High scores record the amount of money earned. Note: Money spent in the shop does not count towards the total. A random song (except Menu Theme) is picked at the start of each day.

Race to \$10,000

The players starts with the Spray Nozzle, Textured Sponge, Polishing Cloth, and Reptile Wax. Game level starts at 5. The goal is to reach the target amount of money is as few days as possible. Note that the player must have the entire amount of money at one time.

Money spent on items in the shop does not count towards the total. High scores record the day number and time of day (by the game clock) that the player reached the goal. A random song (except Menu Theme) is picked at the start of each day.

Endless Summer

The player starts with the Spray Nozzle, Textured Sponge, Expensive Cloth, and Spray Wax. Game level starts at 5. The game keeps going until the player is killed or bankrupted by destroyed cars (an additional ending condition based on number of cars that time out and leave may be added later on). High scores record the number of days the player survived and the amount of money earned (again, money spent in the shop doesn't count, just the total amount the player has when the game ends). A random song (except Menu Theme) is picked at the start of each day.

Changes in Multiplayer Games

TBA

Car Washing Formulas

Dirt/Cleanliness Levels

Cars dirtiness/cleanliness is determined by a number between 0 (perfectly clean) and 1000 (extremely dirty). This range is divided into ranks. The actual numbers are hidden from the player but the rank can be determined by how clean the car appears.

When a new car spawns, its dirtiness score is a randomly determined number between 450 and 1000 (average range depends on car type, see the Vehicle Types section for details). A car is considered “clean” when its score is in the 199 – 0 range.

The list of cleanliness ranks is as followed.

Rank F: Ridiculously Dirty; Point Range: 1000 - 800

Rank E: Extremely Dirty; Point Range: 799 – 650

Rank D: Very Dirty; Point Range: 649 – 500

Rank C: Moderately Dirty; Point Range: 499 – 400

Rank B: Slightly Dirty; Point Range: 399 – 200

Rank A: Clean; Point Range: 199 – 100

Rank AA: Really Clean; Point Range: 99 - 1

Rank AAA: Sparkling Clean; Point Range: 0

Cleaning Process

In Ranks F – C the cleanliness score can only be reduced by using a hose type tool.

In Rank B the cleanliness score can only be reduced by using a sponge type tool.

A car is considered clean once it reaches Rank A and can be finished. Higher ranks can be reached only with optional tools and pay more if reached.

In Rank A the cleanliness score can only be reduced using a polishing type tool.

In Rank AA the cleanliness score can only be reduced using a waxing tool.

Base Cleaning Formula

Each tool has a set cleaning power (see the Tools & Upgrades section). When in use at the proper time, a tool will reduce the car’s cleanliness score (CS) by it’s a number equal to its cleaning power (CP) every second it is aimed at the car.

Note: tools only reduce a car’s cleanliness score when used on a car with an appropriate cleanliness rank.

Note: tools only reduce a car’s cleanliness score when they are aimed at the car.

For each rank, at least 10 cleanliness points must be removed while the player is standing on each side of the car (front, back, left side, right side). If this condition has not been met when it’s time for the rank to change, the cleanliness score will freeze until it has been fulfilled.

Vehicle Types

Formula Key

ACT: the Acceptable Cleaning Time in which to clean a car in seconds. If the car is not finished in that amount of time, final payment will be halved. If the car is not finished in 1.5 x ACT, the car leaves without paying.

SCS: a car's Starting Cleanliness Score from when it spawns.

Note: when dividing to find the ACT, round the result to the nearest whole number.

Basic Car

Description: A basic four door car. The normal car.

Spawning: All levels (very common)

Average SCS: 649 – 450 (75%)

Payment: \$8 (Rank A), \$12 (Rank AA), \$15 (Rank AAA)

ACT = SCS / 5

Convertible

Description: A snazzy sports car. Pays well but drivers are impatient.

Spawning: Level 2 - 3 (uncommon), Level 4 and up (common)

Average SCS: 499 – 450 (85%)

Payment: \$12 (Rank A), \$17 (Rank AA), \$25 (Rank AAA)

ACT = SCS / 10

Minivan

Description: Popular family transport. Average pay, kinda patient, often rather dirty.

Spawning: Level 3 (uncommon), Level 4 and up (common)

Average SCS: 749 – 550 (75%)

Payment: \$10 (Rank A), \$15 (Rank AA), \$20 (Rank AAA)

ACT = SCS / 8

SUV

Description: Vehicle for outdoorsmen or wannabes. Pays well, impatient, often dirty.

Spawning: Level 4 - 5 (rare), Level 6 - 7 (uncommon), Level 8 and up (common)

Average SCS: 850 – 600 (50%)

Payment: \$15 (Rank A), \$20 (Rank AA), \$30 (Rank AAA)

ACT = SCS / 10

Pickup Truck

Description: Tough as a rock, and just as dirty. Average pay, kinda patient, very dirty.

Spawning: Level 6 - 7 (rare), Level 8 (uncommon), Level 9 and up (common)

Average SCS: 1000 – 750 (80%)

Payment: \$12 (Rank A), \$17 (Rank AA), \$22 (Rank AAA)

ACT = SCS / 8

18 Wheeler

Description: Really big and really dirty. Pays very well, impatient, very dirty.

Spawning: Level 9 (rare), Level 10 and up (uncommon)

Average SCS: 1000 – 900 (70%)

Payment: \$25 (Rank A), \$35 (Rank AA), \$50 (Rank AAA)

ACT = SCS / 15

Tools & Upgrades

Car Washing Gear

Hoses

Garden Hose

Description: A simple green garden hose. Hopefully your mom won't notice that it's missing.

Cost: none, starting equipment

Cleaning Power: 10

Special Ability: none

Spray Nozzle

Description: A nozzle for your hose. Perfect for watering flowers, washing cars, and soaking your friends.

Cost: \$50

Cleaning Power: 20

Special Ability: none

High Capacity Hose

Description: An expensive hose with a long spray. Great for washing, watering plants, and fighting ninja.

Cost: \$100

Cleaning Power: 30

Special Ability: Covers a longer distance than the previous hoses.

Car Wash Hose

Description: A special hose designed specifically to wash cars. It makes you feel like a real professional.

Cost: \$250

Cleaning Power: 40

Special Ability: Covers a longer distance than the previous hoses.

Fire Hose

Description: Unmatched in power and distance. Be careful not to break any windows with its powerful stream.

Cost: \$500

Cleaning Power: 50

Special Ability: Covers a longer distance than the previous hoses.

Sponges, Rags, Etc

Giant Sponge

Description: An overly large yellow sponge found beneath the kitchen sink in your house. It's only a little dirty...

Cost: none, starting equipment

Cleaning Power: 10

Special Ability: none

Textured Sponge

Description: Textures make everything better! Walls, cards, 3D models, and apparently sponges as well.

Cost: \$30

Cleaning Power: 20

Special Ability: none

Quality Sponge

Description: Comes with a lifetime warranty! Unfortunately, damage from attacking ninja isn't covered.

Cost: \$80

Cleaning Power: 30

Special Ability: none

High Quality Sponge

Description: Ordinary old quality is nothing compared to high quality. Or at least that's what the ad says.

Cost: \$150

Cleaning Power: 40

Special Ability: none

Wonder Sponge

Description: According to the late night infomercial, this baby can do everything except cure cancer.

Cost: \$300

Cleaning Power: 50

Special Ability: none

Polishers**Polishing Cloth**

Description: A fancy cloth that leaves a car with a nice sparkly finish. Makers of the cloth are not responsible for anyone blinded by the brilliance of polished cars.

Cost: \$100

Cleaning Power: 10

Special Ability: none

Expensive Cloth

Description: A really nice and smooth cloth. It costs a lot of money so it must be good, right?

Cost: \$150

Cleaning Power: 20

Special Ability: none

Car Buffer

Description: An electric car buffer, guaranteed to leave the perfect shine every time or your money back.

Cost: \$500

Cleaning Power: 30

Special Ability: Can block water balloons and shuriken.

Waxers

Reptile Wax

Description: Is it made for reptiles or out of reptiles? The world may never know...

Either way, it works pretty well on cars.

Cost: \$150

Cleaning Power: 10

Special Ability: none

Spray Wax

Description: It's Reptile Wax, now in a convenient spray bottle. So thick it could stop a charging ninja.

Cost: \$200

Cleaning Power: 20

Special Ability: none

Power Waxer

Description: Always ensures a smooth even coat. Now you're waxing with power, real power!

Cost: \$600

Cleaning Power: 30

Special Ability: none

Car Wash Upgrades

Attention Grabbers

Guy with Sign

Description: One of your buddies from school. He wants a job and you want some (very) cheap advertising.

Cost: \$250

Effect: Attract More Business

Special Ability: Increases the car turn in rate to 15%.

Giant Billboard

Description: Nothing like a huge sign to attract attention. It's totally not compensating for anything.

Cost: \$400

Effect: Attract More Business

Special Ability: Increases the car turn in rate to 20%.

Cheerleaders

Description: Signs are all well and good, but hiring some girls from school is a lot more effective.

Cost: \$750

Effect: Attract More Business

Special Ability: Increases the car turn in rate to 25%.

Bikini Cheerleaders

Description: What's better than cheerleaders? Cheerleaders in bikinis! Of course, the girls will want a raise...

Cost: \$1300

Effect: Attract More Business

Special Ability: Increases the car turn in rate to 33%.

Car Wash Equipment

Sprinkler

Description: A little garden sprinkler may not seem all that useful, but it can help wash the cars a little.

Cost: \$150

Effect: Help Clean Cars

Special Ability: Reduces the cleanliness score of the first car waiting in the queue (the one right behind the car being washed) by 5 points per second (to a max of 50). Does not work on cars that are B Rank or cleaner.

Vending Machine

Description: A cool drink can hit the spot on a summer day, especially when you're in line at the car wash.

Cost: \$500

Effect: Earn Extra Money

Special Ability: Every car that drives past the vending machine has a 50% chance of using it. When a car uses it, there's a 90% chance they'll spend \$2 and a 10% chance they'll spend \$5.

Auto Sprayer

Description: It sprays, it cleans cars, it sprays some more! And, well, that's about it. Still useful though.

Cost: \$700

Effect: Help Clean Cars

Special Ability: Reduces the cleanliness score of every car in the queue that drives past it by 50 points. If a car is stopped by it, it reduces the cleanliness score by an additional 10 points per second. Does not work on cars that are B Rank or cleaner.

Bleachers

Description: Attacking ninja isn't something you see everyday. Maybe you could charge admission...

Cost: \$1500

Effect: Earn Extra Money

Special Ability: Every hour (game time) the player earns a random amount of money. There is a 75% chance it'll be between \$10 - \$50, a 20% chance it'll be between \$51 - \$70, and a 5% chance it'll be between \$71 - \$100.

Bikini Girl Car Washers

Description: Standing around in bikinis is one thing, but to get the girls to work, you'll need to really pay up.

Cost: \$2000 (Note: Doesn't become available until after the Bikini Cheerleaders have been purchased)

Effect: Help Clean Cars

Special Ability: Reduces the cleanliness score of a random car waiting in the queue by 20 points per second. They move to another car after 10 seconds, or when the queue advances. They cannot reduce a car's cleanliness score below 300 points (though that has no effect on which cars they wash).

Anti-Ninja Defense System

Description: Those ninja just keep getting tougher. Maybe there's someone you could hire to help you out...

Cost: \$2500

Effect: Helps Defeat Ninja

Special Ability: When a ninja spawns, there is a 10% chance that a pirate will spawn and shoot it, causing the ninja to immediately teleport out. This chance increases to 20% for ninjas that can kill the main character. Note: Only one pirate can be on the screen at a time.

Multiplayer Specific Items

Ninja for Hire

TBA

Ninja Types & Attacks

Ninja Spawning

A ninja from the current or lower level will spawn randomly within a set interval of time based on the current game level. The interval resets each time a new ninja spawns.

Level 2 Ninja

Mud Slinging Car

Description: A ninja car drives by and splashes mud on onto the car currently being washed.

Spawning: Level 2 and up (common)

Effect: Adds 200 points to the cleanliness score of the car currently being washed.

How to Stop: Shoot the flying mud with the hose before it reaches the car.

Guide Text: Ninja Car Washing Corp's official driver loves to speed through every single muddy puddle and ditch he can find. But, being a ninja car washer, he his vehicle always remains sparkling clean.

Water Balloon Thrower

Description: A ninja teleports onto the screen at once of two possible locations and throws a balloon filled with muddy water at the car.

Spawning: Level 2 and up (common)

Effect: Adds 100 points to the cleanliness score of the car currently being washed.

How to Stop: Shoot the flying balloon with the hose before it reaches the car or block the balloon with the sponge or car buffer.

Guide Text: Water balloons are the perfect tool for washing and dirtying cars! Or so the Water Balloon Thrower likes to say. The truth is that the other ninja don't trust him with sharp objects.

Level 3 Ninja

Smoke Bomb Thrower

Description: A ninja teleports onto the screen in one of several possible locations and throws down a smoke bomb.

Spawning: Level 3 (rare), Level 4 (uncommon), Level 5 and up (common)

Effect: Obscures a section of the screen with smoke for 30 seconds, hiding additional ninja, the player and current car, etc.

How to Stop: Shoot the ninja with the hose before he throws the bomb (might not be able to reach the ninja in some locations with weaker hoses).

Guide Text: Ninja brand smoke bombs are specially formulated to completely obscure visibility. Unfortunately, Ninja brand smoke resistant goggles have yet to be perfected, which makes things difficult.

Level 4 Ninja

Explosive Shuriken Thrower

Description: A ninja teleports onto the screen in one of several possible locations and throws an explosive shuriken at the car currently being washed.

Spawning: Level 4 (rare), Level 5 (uncommon), Level 6 and up (common)

Effect: Adds 200 points to the cleanliness score of the car currently being washed.

How to Stop: Block the shuriken with the sponge or car buffer or shoot it with the hose (must be level 3 hose or better).

Guide Text: What makes a metal knife explode on contact? Is it a special coating? Perhaps the paper attached to the end? Not even the ninja know the truth, but it works so they don't complain.

Level 5 Ninja

Extreme Mud Slinging Car

Description: A ninja car convertible drives by an a ninja riding in it shoots mud onto all cars in the queue and the car currently being washed.

Spawning: Level 5 (rare), Level 6 and up (uncommon)

Effect: Adds 300 points to the cleanliness score all cars.

How to Stop: Shoot the mud with the hose before it reaches the cars (the number of cars that can be protected depends on the level of hose used).

Guide Text: What's cooler than a ninja riding in a convertible? A ninja riding in a convertible with a mud shooting bazooka! It also ensures that Ninja Car Washing Corp is never short on customers.

Flaming Ninja

Description: A ninja teleports onto the screen, sets himself on fire, and charges at the car currently being washed.

Spawning: Level 5 (rare), Level 6 and up (uncommon)

Effect: Adds 500 points to the cleanliness score of the car currently being washed.

How to Stop: Shoot him with the hose before he reaches the car.

Guide Text: Learning to harness the elemental energy of fire was one of the smartest things this ninja ever did. Getting a cheap uniform without fireproofing to save money, not so much.

Level 6 Ninja

Brawler Ninja

Description: A ninja teleports onto the screen, runs towards the main character, and punches him in the gut.

Spawning: Level 6 (rare), Level 7 (uncommon), Level 8 and up (common)

Effect: Stuns the main character for 6 seconds.

How to Stop: Block the punch with the sponge.

Guide Text: Many ninja like to work in secret, moving from shadow to shadow in dead silence and striking without ever being seen. Other would rather run up and punch people.

Ninja Dogs

Description: Two ninja dogs spawn in and charge at the car currently being washed.

Spawning: Level 6 (rare), level 7 (uncommon), Level 8 and up (common)

Effect: Each dog that hits the car adds 300 points to its cleanliness score.

How to Stop: Shoot the dogs with the hose.

Guide Text: These brilliant canines are taught the ninja arts and how to deliver explosives to even the most secure locations. Trying to train them to fetch, however, proved disastrous.

Level 7 Ninja

Trained Pigeon Attack Squad

Description: A group of ninja pigeons flies overhead, attacks a random car in the queue (if there are any in it) and then attacks the car currently being washed.

Spawning: Level 7 and up (rare)

Effect: Cars hit by the pigeons have their cleanliness score automatically set to 1000.

How to Stop: Shoot the pigeons with the hose when they dive down to attack.

Guide Text: The fear of every freshly washed car and statue, a squad of ninja pigeons can reduce a sparkly clean car to a disgusting mess in a matter of seconds; a real boon for the car washing business.

Glue Bomb Ninja

Description: A ninja spawns in, runs by, and lobs a glue bomb at the main character.

Spawning: Level 7 (rare), Level 8 – 9 (uncommon), Level 10 (common)

Effect: Prevents the main character from moving (he can still turn) for 10 seconds.

How to Stop: Shoot the bomb with the hose.

Guide Text: Even the best ninja can have trouble hitting a moving target. For them, Ninja brand glue bombs are the way to go. They may be messy, but a glued target is an easy target.

Level 8 Ninja

Blow Dart Ninja

Description: A ninja spawns in and fires a blow dart at the main character.

Spawning: Level 8 and 9 (rare), Level 10 (uncommon)

Effect: Stuns the main character for 8 seconds.

How to Stop: Block the dart with the sponge.

Guide Text: Fast, silent, and deadly, the blow dart represents everything a good ninja should ascribe to be. Being able to fit inside a small tube, however, isn't a very important ninja skill.

Ninja Thief

Description: A ninja spawns in, sneaks up on the main character, and picks his pockets.

Spawning: Level 8 and up (rare)

Effect: Steals 33% (rounded down) of the player's money.

How to Stop: Catch his hand with the polisher.

Guide Text: Being a car washing ninja is a rewarding career with free job training and excellent benefits. The salary, however, is a bit low so some seek additional sources of income.

Level 9 Ninja

C4 Ninja

Description: A ninja spawns in, throws some C4 on the car currently being washed, then detonates it.

Spawning: Level 9 (rare), Level 10 (uncommon)

Effect: Destroys the car currently being washed.

How to Stop: Use the waxer on the C4.

Guide Text: Many believe that the C4 ninja thinks about nothing but explosives. But on weekends he loves photograph famous landmarks and museums...and then blow them up.

Electric Ninja

Description: A ninja spawns in shoots electricity at the car currently being washed.

Spawning: Level 9 (rare), Level 10 (uncommon)

Effect: Destroys the car currently being washed after 3 seconds.

How to Stop: Shoot the ninja with the hose as he's shooting electricity.

Guide Text: Mastery of electricity, as cool as it may sound, isn't a very useful skill at a ninja car wash. They mostly keep the electric ninja around to charge their cellphones.

Poison Blow Dart Ninja

Description: A ninja spawns in and fires a blow dart at the main character.

Spawning: Level 9 and up (rare)

Effect: Causes a short delay between when the player presses a button and the main character performs the actions for 30 seconds.

How to Stop: Block the dart with the sponge.

Guide Text: Regular blow darts are all well and good but poison adds an extra flair. But handling the darts with care is important; no one wants to be around a poisoned ninja with a blow gun.

Level 10 Ninja

Kite Bomber

Description: A ninja car flies over on a kite and drops a bomb on the car currently being washed.

Spawning: Level 10 (uncommon)

Effect: Destroys the car.

How to Stop: Shoot the bomb with the hose before it explodes.

Guide Text: Ninja long ago mastered the art of flight and even today their kite gliding bomb deployment skills are unmatched. Though that may be because everyone else just uses airplanes.

Ninja Assassin

Description: A ninja spawns in, sneaks up on the main character, and stabs him.

Spawning: Level 10 (rare)

Effect: Kills the main character.

How to Stop: Catch the knife with the polisher.

Guide Text: Silent, patient, and deadly, the assassin is in many ways the perfect example of what a ninja should be. He has three PR agents working around the clock to maintain that image.

Throwing Star Ninja

Description: A ninja spawns in and throws several throwing stars at the main character (randomly targeting different sides of the car currently being washed).

Spawning: Level 10 (rare)

Effect: Kills the main character.

How to Stop: Can't be stopped, the player must dodge the throwing stars.

Guide Text: Only the most skilled and dedicated ninja master the use of the throwing star. The training is brutal and often deadly, primarily due to the poor aim of the other trainees.

Special Ninja

Sword Ninja

Description: A ninja teleports in on the far left side of the screen and runs towards the player. Upon arriving, he pauses and draws his sword then does an X attack across the car being washed.

Spawning: Levels 1 - 4 (rare), Levels 5 and up (uncommon). Only spawns after the Player has purchased the Spray Wax.

Effect: Kills the player, ending the game.

How to Stop: Use the Spray Wax (or better) on the ninja when he stops to draw his sword.

Guide Text: While many ninja seek to gather intelligence or sabotage others, the sword ninja knows only how to kill. Or so he says. He keeps his ballet skills a closely guarded secret.

Clone Ninja

Description: A ninja spawns in and clones himself into ten ninjas. They all charge at the car currently being washed.

Spawning: Level 1 - 8 (rare), level 9 and up (uncommon). Only spawns after all the

Sponge, hose, polisher, and waxer upgrades have been purchased.

Effect: Each ninja that hits the car adds 150 to its cleanliness score. If a ninja hits the car once its cleanliness score is already maxed out, the car is destroyed.

How to Stop: Shoot each clone with the hose to make them disappear.

Guide Text: With so many clones running around, stealth becomes nearly impossible.

This has led ninja who master the ancient art of cloning to develop a taste for colorful clothes.

Frog Summoner Ninja

Description: A ninja spawns in and summons a giant frog which shoots its tongue at the main character five times (targets random sides of the car currently being washed). If the main character is snagged, he's swallowed and spit out.

Spawning: Spawns only in story mode (scripted in certain levels) and Endless Summer (rare from day 8 -14, uncommon from day 15 and on). Only one summoning ninja of any type can be on the screen at one time.

Effect: Causes a short delay between when the player presses a button and the main character performs the actions for 1 minute.

How to Stop: Can't be stopped, but the player can dodge the tongue.

Guide Text: There are legends that the greatest ninja are able to form pacts with giant beasts and summon them into battle. Why they chose the frog instead of lions or tigers is anyone's guess.

Snake Summoning Ninja

Description: A ninja spawns in, summons a giant snake, spits poison at up to three random cars in the queue and at the car currently being washed, then spits acid at the car currently being washed.

Spawning: Spawns only in story mode (scripted in certain levels) and Endless Summer (rare from day 15 - 28, uncommon from day 29 and up). Only one summoning ninja of any type can be on the screen at one time.

Effect: Cars hit by the poison automatically have their cleanliness score set to 1000. If the car currently being washed is hit by the acid it is destroyed.

How to Stop: Shoot the poison and acid with the hose (must be the level 5 Fire Hose).

Guide Text: A terrifying sight to behold, the snake summoning ninja is kept on reserve for only the most important jobs. He spends the rest of his time hunting for giant rats to feed his pet.

Story Mode Flow & Missions

Mini Story Scenes

Note: When displaying mini-comics, the regular background music for the level continues to play.

1. Car Washing and Movement
Panels 1 – 4: Hose Running sound effect.
2. Tool Switching
Panels 1 – 2: Hose Running sound effect
Panel 4: Sponge sound effect
3. Sending a Car Off
Panel 2: Get Cash sound effect.
4. Polishing
Panel 2: Polishing Sound sound effect
Panel 3: Get Cash sound effect
5. Waxing
Panel 2: Get Cash sound effect
6. End of the Day
7. Water Balloon Ninja
Panel 1: Hose Running and Ninja Teleport sound effects
Panel 2: Flying Projectile sound effect
Panel 3: Mud Splat sound effect
Panel 4: Flying Projectile sound effect
Panel 5: Hose Running and Mud Splat sound effects
8. Mud Slinging Car
Panel 1: Car Driving By sound effect
Panel 2: Car Driving By sound effect (louder)
Panel 3: Mud Fling sound effect
Panel 4: Hose Running and Mud Splat sound effects
9. Smoke Bomb Ninja
Panel 1: Hose Running and Ninja Teleport sound effects
Panel 2: Flying Projectile sound effect
Panel 3: Smoke Bomb Explosion sound effect

- Panel 4: Mud Splat sound effect
- Panel 5: Hose Running sound effect

10. Shuriken Ninja

- Panel 1: Sponge and Ninja Teleport sound effects
- Panel 2: Flying Projectile sound effect
- Panel 3: Blow Dart Thwack sound effect

11. Flaming Ninja

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 3: Flame Fwoosh sound effect
- Panel 4: Flame Fwoosh sound effect (louder)
- Panel 5: Ninja Scream sound effect
- Panel 6: Flame Douse sound effect
- Panel 7: Hose Running sound effect

12. Brawler Ninja

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 2: Hurt Grunt 3 Sound Effect
- Panel 3: Falling Thud sound effect
- Panel 4: Hurt Grunt 4 sound effect

13. Ninja Dogs

- Panel 1: Hose Running and Mean Dog Bark sound effects
- Panel 2: Hose Running (loud) and falling thud sound effects
- Panel 3: Small Explosion sound effect

14. Pigeon Squad

- Panel 1: Pigeon Flyover sound effect
- Panel 3: Pigeon Attack sound effect
- Panel 5: Pigeon Flyover sound effect
- Panel 6: Hose Running (loud) and falling thud sound effects

15. Glue Bomb Ninja

- Panel 1: Hose Running and Flying Projectile sound effects
- Panel 2: Sticky Splat sound effect
- Panel 3: Hurt Grunt 2 sound effect
- Panel 4: Hose Running and Flying Projectile sound effects
- Panel 5: Hose Running (loud) and Sticky Splat sound effects

16. Extreme Mud Slinging Car

- Panel 1: Hose Running and Car Driving By sound effects
- Panel 2: Car Driving By (loud) sound effect
- Panel 3: Mud Fling sound effect
- Panel 4: Hose Running and Mud Splat sound effects

17. Blow Dart Ninja

- Panel 1: Hose Running and Blow Dart Fire sound effects
- Panel 2: Hose Running and Blow Dart Thwack sound effects
- Panel 3: Hurt Grunt 5 sound effect
- Panel 5: Blow Dart Thwack sound effect

18. Ninja Thief

- Panel 1: Hose Running sound effect
- Panel 2: Pickpocket sound effect; display panel on top of previous one
- Panel 4: Polishing Sound sound effect
- Panel 5: Falling Thud sound effect

19. C4 Ninja

- Panel 1: Hose Running and Flying Projectile sound effects
- Panel 2: C4 Beep then Hurt Grunt 1 sound effect
- Panel 3: Spray Bottle sound effect
- Panel 4: C4 Beep sound effect (repeatedly)

20. Electric Ninja

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 2: Electric Ninja Attack sound effect
- Panel 3: Electric Ninja Attack (loud) sound effect
- Panel 4: Hose Running (loud) and Electric Ninja Attack sound effect

21. Kite Bomber

- Panel 1: Hose Running and Blowing Wind sound effects
- Panel 2: Blowing Wind sound effect
- Panel 3: Blowing Wind sound effect
- Panel 4: Hose Running and Falling Thud (loud) sound effects
- Panel 5: Flame Douse sound effect

22. Ninja Assassin

- Panel 1: Polishing Sound sound effect
- Panel 3: Sword Unsheathe sound effect
- Panel 4: Sword Slash sound effect

23. Throwing Star Ninja

- Panel 1: Hose Running sound effect
- Panel 2: Ninja Teleport sound effect
- Panel 3: Hurt Grunt 1 and Flying Projectile (repeatedly) sound effects
- Panel 4: Flying Projectile sound effect (repeatedly)

24. Sword Ninja

- Panel 1: Spray Bottle effect
- Panel 2: Hurt Grunt 1 sound effect; Display Panel on right near hero
- Panel 3: Sword unsheathe sound effect; Display at left near ninja (leave Panel 2 up)

- Panel 4: Replace Panel 3 with this one
- Panel 5: Spray Bottle sound effect; Replace Panel 2 with this one (leave Panel 4 up)
- Panel 6: Hurt Grunt 4 (quiet) sound effect
- Panel 7: Falling Thud sound effect

25. Clone Ninja

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 3: Clone Ninja Pop sound effect (repeatedly)
- Panel 4: Hose Running and Hurt Grunt 4 sound effects

26. Frog Summoner

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 3: Ninja Teleport then Giant Frog Croak sound effect
- Panel 4 - 5: Giant Frog Shoot and Snag sound effect
- Panel 6: Ninja Teleport sound effect

27. Snake Summoner

- Panel 1: Hose Running and Ninja Teleport sound effects
- Panel 3: Ninja Teleport then Giant Snake Hiss sound effect
- Panel 4: Giant Snake Acid Spit sound effect
- Panel 5: Acid Hiss then Hurt Grunt 1 sound effect
- Panel 6: Giant Snake Hiss sound effect
- Panel 7: Giant Snake Acid Spit then Hose Running and Mud Splat sound effects

28. Impatient Driver

- Panel 1: Hose Running and Car Horn sound effects
- Panel 2: Hose Running sound effect

29. Driver Leaving

- Panel 1: Hose Running and Car Horn (loud) sound effects
- Panel 2: Hose Running sound effect
- Panel 3: Hose Running and Car Driving By sound effects

30. Destroyed Car

- Panel 1: Small Explosion (loud) sound effect
- Panel 2: Flame Fwoosh sound effect
- Panel 3: Pickpocket sound effect
- Panel 4: Clunker Car Drive Away sound effect

Big Story Scenes

1. Starting the Car Wash

- Music: Normal Gameplay 1
- Panel 2: Audience Cheering sound effect
- Panel 5: Get Cash sound effect

- Panel 7: Blowing Wind sound effect
- Panel 8: Get Cash sound effect
- Panel 9: Falling Thud sound effect (repeatedly)

2. Ninja Car Washing Corp

- Music: Normal Gameplay 2
- Panel 4: Hurt Grunt 5 sound effect
- Panel 5: Ninja Teleport then Polishing Sound sound effects
- Panel 6: Hurt Grunt 2 sound effect
- Panel 7: Blowing Wind sound effect

3. Attracting Business

- Music: Normal Gameplay 1
- Panel 1: Car Driving By sound effect
- Panel 2: Car Driving By sound effect
- Panel 5: Blowing Wind sound effect
- Panel 6: Get Cash sound effect
- Panel 7: C4 Beep sound effect (repeatedly, like dialing a phone number)
- Panel 9: Falling Thud sound effect
- Panel 13: Hose Running sound effect

4. The Ninja Get Annoyed

- Music: Normal Gameplay 1
- Panel 1: Hose Running sound effect
- Panel 2: Hose Running sound effect
- Panel 6: Falling Thud sound effect
- Panel 7: Clone Ninja Pop sound effect
- Panel: 8: Blowing Wind sound effect
- Panel 13: Ninja Teleport sound effect

5. Upgrading the Car Wash

- Music: Normal Gameplay 2
- Panel 1: Sponge sound effect
- Panel 6: Get Cash sound effect
- Panel 9: Car Horn sound effect

6. The Ninja Get Serious

- Music: Intense Gameplay 1
- Panel 1: Hose Running sound effect
- Panel 2: Blow Dart Thwack sound effect
- Panel 3: Hose Running and Mud Splat sound effects
- Panel 4: Falling Thud sound effect (loud)
- Panel 7: Clone Ninja Pop sound effect
- Panel 12: Ninja Teleport sound effect

7. Cheerleaders!

Music: Normal Gameplay 1
 Panel 1: Hose Running and Ninja Teleport sound effects
 Panel 2: Blow Dart Thwack sound effect
 Panel 3: Hose Running sound effect
 Panels 4 - 5: Audience Cheering sound effect
 Panel 8: Get Cash sound effect
 Panel 9: C4 Beep sound effect (repeatedly, like dialing a phone number)
 Panel 11: Cheerleaders sound effect

8. Romance

Music: Normal Gameplay 2
 Panel 1: Hose Running sound effect
 Panel 2: Hose Running and Ninja Teleport sound effects
 Music: Intense Gameplay 1
 Panel 4: Hurt Grunt 1 sound effect
 Music: Normal Gameplay 2
 Panel 12: Hose Running and Falling Thud (loud) sound effects

9. The Ninja Go All Out

Panel 2: Wind Blowing (loud) sound effect
 Music: Intense Gameplay 2
 Panel 4: Falling Thud (loud) sound effect
 Panel 5: Falling Thud (very loud) sound effect
 Panel 6: Clone Ninja Pop sound effect
 Panel 11: Ninja Teleport sound effect

10. Ending

Panel 1: Audience Cheering sound effect
 Music: Intense Gameplay 2
 Panel 5: Falling Thud sound effect
 Panel 6: Hose Running and Falling Thud (loud) sound effect
 Panel 7: Spray Bottle sound effect
 Panel 8: Audience Cheering sound effect
 Music: Normal Gameplay 2
 Panel 11: Audience Cheering Sound Effect
 Credits: Leave Panel 11 up as the background while rolling the credits
 Panel 12: Fade to this panel after the credits are complete.
 Music: Normal Gameplay 1
 Panel 16: Hurt Grunt 1 sound effect
 Panel 17: After this panel, return to the title screen.

Levels

Note: The player's story progress is saved automatically after each level (day) and he is given the option to keep playing or quit. He can quit mid-day via the menu. There is no manual saving and no shop in story mode.

Note: At the start of each level (after any opening story scenes), a shop menu style display pops up showing any new gear that is given to the player. A similar display then pops up to show the level's completion goal. The player must push any button to advance these displays.

Note: All new gear and upgrades are carried over into subsequent levels.

Note: If the hero is killed, goes bankrupt due to car destruction, or fails to meet the victory condition in any level he will be given the option to quit or restart the level.

Note: The following mini-scenes display the first time the given condition is met regardless of level. 28, a driver grows impatient. 29, a driver leaves. 30, a car is destroyed.

Level 1

Game Level: 1

New Gear: Garden Host, Giant Sponge

Victory Condition: Earn \$8!

Special Rules: Only one car at a time can enter the car wash. The level ends once the goal is reached instead of at the end of the day.

Music: Normal 1

Opening Story Scene: Big 1

Other Story Scene: Mini 1 (when the first car is ready to be washed), Mini 2 (when it's time to switch to the sponge on the first car), Mini 3 when the first car is clean.

Level 2

Game Level: 2

New Gear: None

Victory Condition: Earn \$50 or more!

Special Rules: Only the Water Balloon Ninja can spawn. Only Basic cars can enter the car wash.

Music: Normal 1

Opening Story Scene: Big 2

Other Story Scenes: Mini 7 (when the first water balloon ninja spawns), Mini 6 (at 5 PM)

Level 3

Game Level: 2

New Gear: Spray Nozzle

Victory Condition: Earn \$80 or more!

Special Rules: The Mud-Slinging Car is a common spawn.

Music: Normal 2

Opening Story Scene: None

Other Story Scenes: Mini 8 (when the mud-slinging car spawns)

Level 4

Game Level: 2

New Gear: Textured Sponge

Victory Condition: Earn \$150 or more!

Special Rules: None

Music: Normal 1

Opening Story Scene: None

Other Story Scenes: None

Level 5

Game Level: 2

New Gear: Polishing Cloth

Victory Condition: Polish at least 5 cars and earn \$250 or more!

Special Rules: None

Music: Normal 2

Opening Story Scene: None

Other Story Scenes: Mini 4 (when the a car reaches Cleanliness Rank A for the first time)

Level 6

Game Level: 3

New Gear: Guy with Sign

Victory Condition: Earn \$300 or more!

Special Rules: The Smoke Bomb Ninja is a common spawn.

Music: Normal 1

Opening Story Scene: Big 3

Other Story Scenes: Mini 9 (when the smoke bomb ninja spawns)

Level 7

Game Level: 3

New Gear: Reptile Wax

Victory Condition: Wax at least 5 cars and earn \$350 or more!

Special Rules: None

Music: Normal 2

Opening Story Scene: None

Other Story Scenes: Mini 5 (when a car reaches Cleanliness Rank AA for the first time)

Level 8

Game Level: 4

New Gear: High Capacity Hose

Victory Condition: Earn \$400 or more!

Special Rules: The Explosive Shuriken Thrower is a very common spawn.

Music: Intense 1

Opening Story Scene: Big 4

Other Story Scenes: Mini 10 (when the shuriken ninja spawns)

Level 9

Game Level: 4
New Gear: Quality Sponge
Victory Condition: Earn \$450 or more!
Special Rules: None
Music: Normal 1
Opening Story Scene: None
Other Story Scenes: None

Level 10

Game Level: 5
New Gear: Expensive Cloth
Victory Condition: Polish at least 8 cars and earn \$500 or more!
Special Rules: The Flaming Ninja cannot spawn. The Extreme Mud-Slinging Car is a common spawn.
Music: Normal 2
Opening Story Scene: None
Other Story Scenes: Mini 16 (when the extreme car spawns)

Level 11

Game Level: 5
New Gear: Giant Billboard
Victory Condition: Earn \$550 or more!
Special Rules: The Flaming Ninja is a very common spawn.
Music: Normal 1
Opening Story Scene: None
Other Story Scenes: Mini 11 (when the flaming ninja spawns)

Level 12

Game Level: 5
New Gear: Sprinkler
Victory Condition: Earn \$600 or more!
Special Rules: None
Music: Normal 2
Opening Story Scene: Big 5
Other Story Scenes: None

Level 13

Game Level: 5
New Gear: Spray Wax
Victory Condition: Wax at least 8 cars and earn \$650 or more!
Special Rules: The Sword Ninja cannot spawn.
Music: Normal 1
Opening Story Scene: None
Other Story Scenes: None

Level 14

Game Level: 6

New Gear: Vending Machine

Victory Condition: Earn \$700 or more!

Special Rules: The Ninja Dogs and Sword Ninja cannot spawn. The Brawler Ninja is a very common spawn.

Music: Intense 1

Opening Story Scene: Big 6

Other Story Scenes: Mini 12 (then the brawler ninja spawns)

Level 15

Game Level: 6

New Gear: Car Wash Hose

Victory Condition: Earn \$800 or more!

Special Rules: The Sword Ninja cannot spawn. The Ninja Dogs are a very common spawn.

Music: Normal 2

Opening Story Scene: None

Other Story Scenes: Mini 13 (when the ninja dogs spawn)

Level 16

Game Level: 6

New Gear: High Quality Sponge

Victory Condition: Survive and earn \$900 or more!

Special Rules: The Sword Ninja is a very common spawn.

Music: Intense 2

Opening Story Scene: Mini 24

Other Story Scenes: None

Level 17

Game Level: 7

New Gear: Auto Sprayer

Victory Condition: Survive and earn \$1000 or more!

Special Rules: The Glue Bomb Ninja cannot spawn. The Trained Pigeon Attack Squad is a very common spawn.

Music: Normal 1

Opening Story Scene: None

Other Story Scenes: Mini 14 (when the pigeons spawn)

Level 18

Game Level: 7

New Gear: Cheerleaders

Victory Condition: Survive and earn \$1100 or more!

Special Rules: The Glue Bomb Ninja is a very common spawn.

Music: Normal 2

Opening Story Scene: Big 7

Other Story Scenes: Mini 15 (when the glue bomb ninja spawns)

Level 19

Game Level: 8

New Gear: Bleachers

Victory Condition: Survive and earn \$1500 or more!

Special Rules: The Ninja Thief cannot spawn. The Blow Dart Ninja is a very common spawn.

Music: Normal 1

Opening Story Scene: None

Other Story Scenes: Mini 17 (when the Blow Dart Ninja spawns)

Level 20

Game Level: 8

New Gear: Bikini Cheerleaders

Victory Condition: Survive and earn \$1500 or more!

Special Rules: The Ninja Thief is a very common spawn.

Music: Intense 1

Opening Story Scene: None

Other Story Scenes: Mini 18 (when the Ninja Thief spawns)

Level 21

Game Level: 9

New Gear: Car Buffer

Victory Condition: Polish at least 10 cars and earn \$1700 or more!

Special Rules: The Electric and Poison Blow Dart Ninja cannot spawn. The C4 ninja is a common spawn.

Music: Intense 2

Opening Story Scene: None

Other Story Scenes: Mini 19 (when the C4 ninja spawns)

Level 22

Game Level: 9

New Gear: Bikini Girl Car Washers

Victory Condition: Survive and earn \$1800 or more!

Special Rules: The Electric Ninja cannot spawn. The Poison Blow Dart Ninja is a common spawn.

Music: Normal 2

Opening Story Scene: None

Other Story Scenes: None

Level 23

Game Level: 9

New Gear: Power Waxer

Victory Condition: Wax at least 10 cars and earn \$1900 or more!

Special Rules: The Electric Ninja is a common spawn.
Music: Intense 1
Opening Story Scene: Big 8
Other Story Scenes: Mini 20 (when the electric ninja spawns)

Level 24

Game Level: 10
New Gear: Fire Hose
Victory Condition: Survive and earn \$2000 or more!
Special Rules: The Assassin and Throwing Star Ninja cannot spawn. The Kite Bomber is a very common spawn.
Music: Intense 2
Opening Story Scene: None
Other Story Scenes: Mini 21 (when the kite bomber spawns)

Level 25

Game Level: 10
New Gear: Wonder Sponge
Victory Condition: Survive and earn \$2100 or more!
Special Rules: The Throwing Star and Clone Ninja cannot spawn. The Ninja Assassin is a common spawn.
Music: Intense 1
Opening Story Scene: Big 9
Other Story Scenes: Mini 22 (when the ninja assassin spawns)

Level 26

Game Level: 10
New Gear: None
Victory Condition: Survive and earn \$2200 or more!
Special Rules: The Clone Ninja cannot spawn. The Throwing Star Ninja is a common spawn.
Music: Intense 2
Opening Story Scene: None
Other Story Scenes: Mini 23 (when the throwing star ninja spawns)

Level 27

Game Level: 10
New Gear: None
Victory Condition: Survive and earn \$2300 or more!
Special Rules: The Clone Ninja is a common spawn.
Music: Intense 1
Opening Story Scene: None
Other Story Scenes: Mini 25 (when the clone ninja spawns)

Level 28

Game Level: 10

New Gear: None

Victory Condition: Survive and earn \$2400 or more!

Special Rules: The Frog Summoning Ninja is very common spawn.

Music: Intense 2

Opening Story Scene: None

Other Story Scenes: Mini 26 (when the frog summoning ninja spawns)

Level 29

Game Level: 10

New Gear: None

Victory Condition: Survive and earn \$2500 or more!

Special Rules: The Frog Summoning Ninja is an uncommon spawn. The Snake Summoning Ninja is a common spawn.

Music: Intense 1

Opening Story Scene: None

Other Story Scenes: Mini 27 (when the snake summoning ninja spawns)

Level 30

Game Level: 10

New Gear: Anti-Ninja Defense System

Victory Condition: Earn \$2500 or more and defeat the ninja once and for all!

Special Rules: All ninja types are common spawns.

Music: Intense 2

Opening Story Scene: None

Other Story Scenes: Big 10 and Credits (upon successful completion of the level)

Skip Ahead Level

Note: After completing level 1 the player will be given the following option via a pop-up after the level complete message.

Option 1: "Go straight to the action!" (Recommend for experienced gamers.)

Options 2: "Take things slow and easy." (Recommend for casual gamers.)

If Option 2 is selected, the game progresses normally. If Option one is selected the player is taken to Level 6b.

Note: Either way, an icon for level 6b is added to the calendar.

Note: Level 6b counts as Level 6 for achievement purposes.

Note: Upon completing 6b, Levels 2 – 6 are unlocked and the game returns to normal progression as level 7.

Level 6b

Game Level: 3

New Gear: Spray Nozzle, Textured Sponge, Polishing Cloth, Guy with Sign

Victory Condition: Earn xxx or more! (Use whatever the current dollar amount for Level 6 is. NOT what's listed for Level 6 in this document.)

Special Rules: The Smoke Bomb Ninja is a common spawn.

Music: Normal 1

Opening Story Scene: Big 2 immediately followed by Big 3

Other Story Scenes: Mini 7 (when the first water balloon ninja spawns), Mini 6 (at 5 PM), Mini 9 (when the smoke bomb ninja spawns), Mini 8 (when the mud-slinging car spawns), Mini 4 (when the a car reaches Cleanliness Rank A for the first time)

Multiplayer Modes

TBA

Controls

PC (Keyboard Only)

W, A, S, D Keys: Move player around car (front, back, right side, left side)

Arrow Keys: Change direction the player is facing/aiming (four directions)

Q, E Keys: Cycle back and forth through tools (goes in a set order)

Space Bar: Finish car

Enter Key: Pause game and display menu

Menu Controls

Arrow Keys: Move selector up and down

Space Bar: Make selection

PC Alternate (Mouse + Keyboard)

W, A, S, D and Arrow Keys: Change direction the player is facing/aiming (four directions)

Left Click Near Car: Move player around car (go to the side where the player clicked)

Right Mouse Button: Cycle through tools (goes in a set order)

Double Left Click on Car: Finish car

Left Click on Menu Icon: Pause game and display menu

Menu Controls

Left Click on Buttons: Make Selection

Xbox 360

Left Analog Stick / D-Pad: Move player around car (front, back, right side, left side)

Right Analog Stick: Change direction the player is facing/aiming (four directions)

Front Left and Right Shoulder Buttons: Cycle back and forth through tools (goes in a set order)

Left and Right Shoulder Triggers: Finish Car

Start Button: Pause game and display menu

Menu Controls

Left Analog Stick: Move selector up and down

Left and Right Shoulder Triggers: Make Selection

GUI Layout

Title Screen – IGF Build

The title screen will display the following options:

New Game: Learn to Play

Starts: A short version (7 days) of Month to Remember mode. Gameplay hints are turned on.

New Game: Jump Right In

Starts: version (7 days) of Month to Remember mode. Gameplay hints are turned off. The player starts with the Textured Sponge and Spray Nozzle. The game level begins at Level 2.

Load

Starts: A previously saved game (game starts at the beginning of the last day reached).

High Scores

Starts: High Score Display

Quit

Starts: Nothing. It quits the game.

Title Screen – Full Game

The title screen menu should display the following items (tabbed entries indicate sub-menus). Note: Each game mode should have its own separate save slots and high scores.

Welcome <Player Name>

<Player Name 1>

<Player Name 2>

<etc>

New Player (Allows the player to enter a name. Each player name will have its own set of save slots.)

Delete Player (Allows the player to select and delete a player name and all its save data. There should a be “Do you really want to delete X?” confirmation window.)

Story Mode (A placeholder for now.)

Learn to Play (Current Learn to Play mode, might be removed once the story mode is in.)

New Game

Resume Game

A Week to Remember (Current Jump Right In mode. May eventually be locked until a certain point in story mode is reached.)

New Game
Resume Game

Race to \$10,000 (For the upcoming Race to \$10,000 mode. Dollar amount might be changed later on. May eventually be locked until a certain point in story mode is reached.)

New Game
Resume Game

Endless Summer (For the upcoming Endless Summer mode. May eventually be locked until a certain point in story mode is reached.)

New Game
Resume Game

High Scores (Displays the high scores. Cycles through the high scores for A Week to Remember, Race to \$10,000, and Endless Summer.)

??? (A place holder that will be renamed Secret Ninja Files when the player progresses far enough in the story mode. Will eventually contain an item and enemy list.)

Options

Sound (Contains separate sliders to adjust music and sound effect volume.)

Display

800 x 600 (Current default screen size.)

1600 x 1200 (Doubles the screen size.)

Full Screen (Place holder until 16:9 filler art is finished.)

Music & Sounds

Sound Effects

Acid Hiss Sound

Plays: When the Giant Snake's acid destroys a car.

Audience Sounds

Plays: Every once in a while when the Bleachers are on the screen.

Blow Dart Firing Sound

Plays: When a blow dart is fired.

Blow Dart "Thwack" Sound

Plays: When a blow dart hits.

Blowing Wind

Plays: When the Kite Ninja spawns.

Bomber Jet "Bombs Away!" Sound

Plays: When the pigeons attack.

Bomber Jet "Swoosh & Veer" Sounds

Plays: When the Pigeon Attack Squad flies overhead.

Button Beep

Plays: When the C4 ninja pushes a button on his remote.

Car Buffer Sound

Plays: When using the Car Buffer (possibly when using the Power Waxer as well).

Car Driving

Plays: When a car drives by. (Might add multiple versions later for different vehicle types.)

Car Horn

Plays: When the a car's ACT is reached (halving the eventual payment) and again when ACT x 2 is reached (and the car drives off).

Cheerleader Cheer

Plays: Every once in a while when the Cheerleaders or Bikini Cheerleaders are on the screen.

Cloning “Pop” Sound

Plays: When the Clone Ninja makes clones and when they’re destroyed.

Clunker Car Starting and Running

Plays: When a destroyed car “drives” off.

Electricity Crackling

Plays: When the Electric Ninja attacks.

Falling to the Ground Thud

Plays: When the main character falls to the ground after being hit by the Sword Ninja and when the Sword Ninja falls to the ground after being waxed.

Flame Dousing Sound

Plays: When a shuriken is stopped by a sponge or strong enough hose, when the Flaming Ninja is stopped by the hose, and when the Smoke Bomb Ninja is stopped by the hose.

Flame "fwoosh!" Sound

Plays: When the Flaming Ninja catches on fire.

Flying Projectile Sound

Plays: When the water balloon and shuriken are flying through the air.

Giant Frog “Croak”

Plays: When the Giant Frog is summoned.

Giant Frog “Spit and Splat” Sound

Plays: When the Giant Frog spits out the player.

Giant Frog Tongue Shoot & Snag Sound

Plays: When the Giant Frog attacks.

Giant Snake “Hiss”

Plays: When the Giant Snake is summoned.

Giant Snake Spitting Sound

Plays: When the Giant Snake spits poison and acid.

Hose Running Sound

Plays: Whenever the hose is running. (Might add multiple versions later for different hose upgrades.)

Hurt Grunt

Plays: When the main character is hit by the sword ninja.

Lawn Sprinkler Sound

Plays: Every once in a while when the Sprinkler is on the screen.

Mean Dog Barks

Plays: When the Ninja Dogs attack.

Metal Striking Metal

Plays: When the shuriken hits a car.

Money Getting Sound

Plays: When a car is sent off and the player is paid. Also plays when something is purchased from the store.

Mud Fling Sound

Plays: When the Mud Slinging and Extreme Mud Slinging Cars send mud flying.

Mud Splat

Plays: When the water balloon or any form of mud hits a car.

Ninja Teleporting Sound

Plays: When ninjas “poof” in and “poof” out in a cloud of smoke.

Old Gun Firing Sound

Plays: When the pirate shoots his gun.

Pickpocket / Money Loss Sound

Plays: When the main character gets pick pocketed by a ninja thief.

Pirate “Ar!”

Plays: When the pirate appears.

Polishing Cloth Sound

Plays: When using the polishing cloth on a car (doesn't make a sound if not facing a car).

Screaming Ninja

Plays: when the Flaming Ninja is running while on fire.

Small Explosion

Plays: When the shuriken explodes and when the Flaming Ninja hits a car. Might also use for the Extreme Mud Slinging Car's bazooka firing.

Smoke Bomb Explosion

Plays: When the smoke bomb ninja's bomb explodes.

Sponge Sound

Plays: When using the sponge tool on a car (doesn't make a sound if not facing a car).

Spray Bottle Sound

Plays: When using the Spray Wax.

Sticky Splat Sound

Plays: When a glue bomb bursts.

Sword Drawing Sound

Plays: Right before the Sword Ninja starts running and when he holds it up before attacking.

Waxing Sound

Plays: When using the reptile wax on a car (doesn't make a sound if not facing a car).

Whooshing Sword Attack Sound

Plays: When the Sword Ninja does his final attack.

Vending Machine Thunk Sound

Plays: When something is bought from the Vending Machine (followed by the Money Ka-ching sound).

Achievements

Name: A Hard Day's Work
Description: Wash Your First Car
How to Unlock: Complete Level 1

Name: It's Better With a Friend
Description: Hire a friend to help out.
How to Unlock: Complete Level 6

Name: He's on fire!
Description: Stop the flaming ninja.
How to Unlock: Complete Level 11

Name: Now They're Serious
Description: Survive the killer ninja.
How to Unlock: Complete Level 16

Name: What Every Carwash Needs
Description: Hire cheerleaders.
How to Unlock: Complete Level 18

Name: Bikinis!
Description: Hire all the bikini cheerleaders.
How to Unlock: Complete Level 22

Name: All Decked Out
Description: Get all the best equipment.
How to Unlock: Complete Level 25

Name: Perfect Summer
Description: Defeat the ninja once and for all.
How to Unlock: Complete Level 30

Name: Ninja Fighter
Description: Protect your cars from attack.
How to Unlock: Block 25 ninja attacks.

Name: Sparkling Clean
Description: Wax 10 cars.
How to Unlock: Fully wax 10 cars

Name: Eternal Rivals
Description: Summon the ninja's greatest enemy to your aid.

How to Unlock: When the pirate appears for the first time.

Name: Expert Car Washer

Description: Wash lots and lots of cars.

How to Unlock: Wash 200 cars.

Name: Unstoppable

Description: Defeat every kind of ninja.

How to Unlock: Successfully counter every ninja (dodge all the attacks from the throwing star and frog ninja, for the cars and the snake, just protect the current car (not the queue) from being hit).

Name: Breaking the Bank

Description: Earn lots of money.

How to Unlock: Earn at least \$50,000 across all game modes.

Name: A Memorable Week

Description: Score more than \$1,000 in A Week to Remember

How to Unlock: Score more than \$1,00 in A Week to Remember

Name: Get Rich Quick

Description: Clear Race to \$10,000 in less than 15 days.

How to Unlock: Clear Race to \$10,000 in less than 15 days.

Name: Truly Endless

Description: Reach day 50 in Endless Summer.

How to Unlock: Reach day 50 in Endless Summer

Tutorial Mode Script

IGF Build Gameplay Hints

Overview

These hints pop up the first time the related object/enemy appears and serve as a quick tutorial on how to play.

First Car – Basics & Hose

Trigger: The first car arrives.

Dialogue: “My first customer! Looks like this car needs a good hosing. Let’s see... I can use the WASD keys to move around the car and the arrow keys to aim my hose. Or I could if I had some sort of magical keyboard sitting in front of me. Anyway, I’d better make sure to keep moving around and make sure I do a good job on every side.”

First Car – Needed Tool

Trigger: A few second after the Basics & Hose hint is closed.

Dialogue: “This car needs a good hosing, that’s why the hose icon on the right is spinning. I can’t see anything, but supposedly I’m supposed to use whatever tool is spinning.”

First Car - Sponge

Trigger: The first car reaches the Slightly Dirty stage.

Dialogue: “Not bad... Time to go in with my sponge and finish this up. I can switch between tools using the Q or E key or just, you know, just reach over and grab the other one like a normal person.”

First Car - Clean

Trigger: The first car reaches the Clean stage.

Dialogue: “This car is looking pretty good. Well, from a cleanliness standpoint anyway. See how the sponge icon isn’t spinning anymore? I’d better hit the Space Bar so I can let this guy know I’m done and get my money. Now if only I had a space bar lying around...”

First Car Payment Halved

Trigger: The time ACT is reached and a car honks its horn.

Dialogue: “What? I’m not going fast enough? Ugh... Fine, you can have a discount. Sigh... I’d better hurry or this guy might not pay me at all.”

First Car Failure

Trigger: The first time a car leaves without paying.

Dialogue: “Hey, come back!!! Lousy cheapskate. Maybe I should have finished his car a little faster.”

First Ninja Car

Trigger: The first ninja car enters the screen.

Dialogue: “What that?!? That suspicious blue hunk of junk is going to splash mud everywhere all over the car I’m cleaning! Maybe I can shoot the mud down with my hose before it does any damage.”

First Ninja Water Balloon Thrower

Trigger: The first water balloon ninja teleports in.

Dialogue: “Ninja!!! Guess they don’t like that I opened my car wash so close to theirs... But really, dirty water balloons? I bet my hose or sponge could easily stop those.

First Ninja Failure

Trigger: The first time a ninja succeeds in hitting a car.

Dialogue: “Aw man... Now this car will take even longer to clean. Stupid ninja...”

First Smoke Bomb

Trigger: The first time a smoke bomb ninja gets a bomb off.

Dialogue: “Cough, cough... I can’t see a thing in all that smoke. Didn’t those ninja ever hear that smoking is bad for your health?”

First Explosive Shuriken Thrower

Trigger: The explosive shuriken ninja teleports in.

Dialogue: “Yikes, shuriken! I don’t know if my hose is strong enough to stop those, but I can probably deflect them with a sponge.”

First Extreme Mud Slinging Car

Trigger: The first extreme mud slinging car starts attacking.

Dialogue: “You have got to be kidding... I don’t think my hose can shoot far enough to stop all that mud.”

First Flaming Ninja

Trigger: The first flaming ninja sets himself on fire.

Dialogue: “Did he just?!? Wow... I get the feeling that’s going to hurt him a lot more than this car.”

First Sword Ninja

Trigger: The first sword ninja teleports in.

Dialogue: “Whoa!!! A sword?!? Guess they’re finally getting serious. This could be really, really bad. If only I had something thick and sticky that could stop his movement...”

First End of Day 1

Trigger: One hour before the end of the first day.

Dialogue: “Whew... A little longer and I think I’ll call it day. I never knew washing cars took so much out of you.”

First End of Day 2

Trigger: The end of the first day.

Dialogue: “Ok, that’s enough for today. Didn’t realize this would be so much work. Maybe I should stop by the store and get some better gear so I can speed things up tomorrow.”

First Polish

Trigger: The first car after you buy the Polishing Cloth reaches the Clean stage.

Dialogue: “Hey, now that this car is all clean, maybe I should give it a quick polish. I bet the owner would pay me a bit extra for it.

First Sparkling Clean Car

Trigger: The first time a car you’re cleaning reaches the Really Clean stage.

Dialogue: “Polished to perfection. Maybe I should let the guy know that I’m done.”

First Wax

Trigger: The first car after you buy the Reptile Wax reaches the Really Clean stage.

Dialogue: “That’s a pretty awesome cleaning job, but I bet a coat of wax would make it even better and get me a bigger tip.”

First Sparkling Clean Car

Trigger: The first time a car you’re cleaning reaches the Sparkling Clean Stage.

Dialogue: “Wow! That car is clean enough to eat off and shiny enough to blind an entire block. Looks like it’s time to get my money and send this guy off.”